



Volume V, #20

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



10 Aug 96

AVALONCON TRIP ABORTED!

Well, Wayne Morrison's van developed a major crack in the plate that held all those non-essential features like power steering and air conditioning. The cost of the plate wasn't much, but the labor to get to the plate to replace it (and put the stuff back on) was considerable. Too much money to take my car and share a room with Mike Taub. So we stayed and had our own mini-Con. We played something like six games of WAR AT SEA, three games of FAMILY BUSINESS, two games of NAVAL WAR, DRAGON PASS, WE THE PEOPLE, and UP FRONT, one game of ALPHA OMEGA and HISTORY OF THE WORLD. Never did get to THIRD FEICH.

Then more bad news, Wayne has accepted a job in Saudi Arabia; he'll be going to St Louis about 9 Sep for three months of orientation, then come December overseas. He intends to resign all his games as gracefully as possible, so has submitted orders for this issue and could do so for the next. So will:

Ward Nash submit orders for Illyria in ADV C17.

Ward Nash submit orders for Iz in DUNE.

Anyone interested (Dave McCarty?) submit orders for France in "Boris X".

John Butitta submit orders for Wayne in 1856.

And for our NMR folks this time:

Kevin Wilson submit standby orders for Sweden in LIFT OFF!

Someone submit standby orders for Smaug in MAGIC REALM.

Someone submit standby orders for Turkey in "Boris X".

For what it's worth, all new games started here will be AREA rated.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: What is too much for one, enough for two, but nothing for three?
---Cephal in M&M3

Congratulations go out to Rudy Zozda on the birth of a son, Christopher Zozda, 7/28/96.

Marcel Carbonneau has a new address; check it out on p

The River City Railroad Gazette has reappeared, dumping about five sets of railroad orders onto my "To do soonest" pile.

Clauses start 22 Aug, and it looks like I'll be teaching Tues/Thurs nights until early December. Just a word of warning to those who phone in orders. Speaking of which, we have football tickets for the deadline date, so we might not be here to take those last second orders. Mail (and e-mail) early.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) is Ron Fisher for his article datelined Rome in "Boris X".

A special Mr Nar Super-Duper-Sunday Bomb goes to TJ Klausette for being next door for two weeks and never once dropping over. You're in a heap of trouble, boy.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CDT) 7 SEP 96



GERMANY SMASHED!

Tsar Defiant!

Fall 1987

1X

1995X

ERRATA: Support from Italian F SPA(ec) was cut.

CLEARWINE: The Cup is upon us. Austria has reached 13 centers and is unlikely to gain more than BER and KIE while losing DEN without stabbing his Italian ally. True, a breakthrough at STP is possible, but it can easily be contained then reversed given German naval supremacy in the North. Will Austria stab Italy, Italy stab Austria, each stab the other, or a draw be proposed? But what's in a draw for England, finally advancing into the Med? Or for Germany when safely ensconced in Scandinavia?

TROOP MOVEMENTS

Germany retreats A BUR-RUH and A SIL-BER. Russia retreats A MOS-STP.

AUS (Wilson): A Ukr-War, [A Pru-Ber], A Boh-Mun, A Sil S A Boh-Mun, F Lyo S ITA F Spa(ec), A Den H, A Tri S ITA A Tri, [F Ore-Ion], [A Moe S RUS A StP(otm), A Gal-Boh, A Vie S A Gal-Boh.

ENG (Zodda): [F Naf-Wes], F Mid-Spa(ec), F Por S F Mid-Spa(ec), F Oas S F Mid-Spa(ec), F Eng C A Pic-Bre, A Pic-Bre.

GER (J. Shacklett): F Bot-Swe, F Bal S A Ber-Kie, [A Ruh S A Mun-Bur](neo), [A Par S A Mun-Bur](neo), A Ber-Kie, [A Mun-Ber](r-???)

ITA (Fisher): A Tri S AUS A Boh-Mun, [F Mar S F Spa](neo), [F Tun-Naf], A Bel-Hol, [F Ion-Tun], A Bur-Bel, [F Tyn-Wes], F Tus-Rom, [F Spa H](d), A Mar H(u).

RUS (Melmick): [A StP-Moe].

Orders in brackets fail: d = unit destroyed due-lack of valid retreat; imp = impossible; neu = not own unit, nso = unit not so ordered; nap = no such place; nsu = no such unit, oth = off the board; otm = unit on the move, (u) = unit unordered.

German A MUN is dialogged and must retreat oth or to BUR.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre Ser Bul Can Rum Sev -Kie War +Den +Moe +Mun

ENG: Edi Lon Lpl Nwy Per Bre +Spa

GER: Ber -Hol -Den Swe Per -StP -Mun +Kie

ITA: Nap Rom Ven Tun Smy -Spa Ank Mar Bel -Hol

RUS: -Moe +StP

- (13) Build 2*
- (7) Build 1
- (4) Tear 2**
- (9) Build 1
- (1) Even

* But has only one empty home center open so may only build one.

** If A MUN retreats oth, must tear only one.

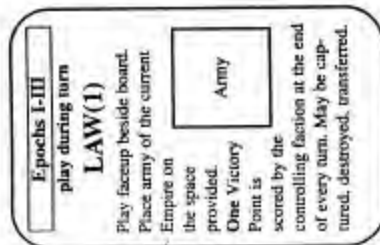
Due next time are retreat, builds/bears, and orders for Spring 1988.

EMBASSY BEAT

ROME: The newly formed fleet sailing off the coast of Tuscany got lost in a storm and found itself back in Rome. The head Navigator, Captain Netscape, has been sacked and the fleet ordered back to sea. Meanwhile the northern expeditionary army is continuing its tour of the low countries and reports German wines (though not as rich as Italian ones) are quite drinkable and the flowers in Holland are a sight to see.

CLASSIFIEDS

Ska, Skal





RIOTS IN TURKEY!! German Convoy Derailed!



Spring 1903

1996G

MINAS MORGUL: The Turks are again taking to the streets to express their displeasure with Sultan Ali Seth's oppressive domestic policies; undoubtedly Austrian and Russian agents have had a hand in fomenting things. Russia's single A GAL headed off a German four army convoy while eluding two Austrian armies. Reports from PAR predict that the Morrison government is on the verge of falling over cheese price supports.

TROOP MOVEMENTS

Russian A RUM retreated to SEV. Austria builds A VIE. England builds F LON and A LPL. Italy builds A ROM. Russia disbands F ARM. Turkey is NMR so doesn't build (again).

AUS (J. Shacklett): A Rum-Gal, A Ser-Bud, (A Tri-Ven), A Vie S A Rum-Gal;

ENG (Fisher): A Lpl H, F Lon-Eng, F Nth S F Lon-Eng, (A StP-Mos), A Swe H(u), F Bar H(u);

PRA (Morrison): F Eng-Bre, A Par S A Bur-Pic, A Bur-Pic, F Nat-Mid, A Mar-Bur;

GER (Boyum): (A Pic-Bel)(d), (A Mun-Sil), (A Ruh-Mun), (A Bel-Ruh), A Hol S A Pic-Bel, F Den H;

ITA (Zodda): F Alb S A Tri, F Adr S A Tri, (A Ven-Tri), A Tri H, A Rom-Apu;

RUS (Anderson): (A Sev-Mos), (A Gal-Sil), F Bot-Bal;

TUR (Gunar): NMR: A Gre H(u), A Bul H(u), F Bla H(u).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nap = no such place; nau = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Russian A GAL is dislodged and must retreat otb, or to BOH, UKR, or WAR.

Due next time are the retreats and orders for Fall 1903.

BORIS WORLD PRESS REVIEW

Paris Herald—The French government may soon be looking again for a new head of State as the present one may take flight to the Middle East and rule in exile.

The Times (London): A group of reporters, encountering First Sea Lord Sir Ronald returning to his office in Whitehall, questioned him on Ministry plans and if he had any response to the public calls in Paris for hostilities toward Great Britain? "I can say another Fleet is being outfitted for service and I understand a new Army is being mustered in the midlands. I must confess I'm puzzled at the French hostility towards His Majesty's Government, naturally we're concerned with French Naval Forces in the North Atlantic and drifting about in the Channel but after the way they ran roughshod over those poor sheeps in Spain and Portugal its understandable the Germans are moving to defend their border. But this name calling and threatening bluster...well, if their feeling froggie why don't they just jump! I don't see any anchor tied to their a..."

Unfortunately, aides whisked Sir Ronald into Whitehall and he was unable to finish his impromptu press conference.

CLASSIFIEDS

Down with the Tsarist running dogs!

Epochs I-III
play during turn

PHILOSOPHY(1)
Play faceup beside board.
Place army of the current
Empire on
the space
provided.
One Victory
Point is
scored by the
controlling faction at the end
of every turn. May be cap-
tured, destroyed, transferred.

Army



ACHILLES

We Begin

EPOCH 1



We have game start. The players and their colors:

Dan Farrow:
Debbie Osborn:
Paul Zieske:

Red
Azure
Purple

Chuck Wilson:
John Bryden:
Dave Anderson:

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a 1P in either Atl or Pac as well as Car), and Epoch VIII. Copies of the culture cards appear throughout the issue.

The Sumerians begin with 2A,C,F in LT1. No trading in the first round.

EGYPT (A):

Play 1A,C @ Nil.

Your Empire draw is _____

Your Event cards are: _____

Those on e-mail will be apprised of the opposition when their empire comes up; please respond promptly.

The Persistence of Culture Rules follow:

1. Each player is dealt a Culture Event card along with the other Event cards, and is handled similarly, except as explained below.
2. Empires without Capitals cannot play Culture Cards. Minor Empires can neither play nor possess Culture Cards.
3. When played the Culture Card is marked with an unused army of the playing Empire. The card is considered to reside in the empire's Capital until captured, destroyed, or transferred.
4. Every turn an Empire retains a played culture card it scores 1 or 2 VP (as marked on card).
5. Culture cards are captured when an empire with a capital conquers the capital of the empire with the card. It is immediately relocated in the conqueror's capital (replace the marker with an unused army of the conqueror).
6. Culture cards are destroyed when the holding capital is conquered by a minor empire, an empire without a capital, or when the capital falls to Barbarians, Civil War, Rebellion, or Treachery.
7. Culture can be transferred between a player's capitals at the very end of the player's Expansion Phase, following all placement, combat, fort(ress) and monument builds. Cards cannot be transferred to minor empire capitals nor to other players (except by conquest).
 - a) For transfer to take place, a path of friendly, contiguous Land, Sea, or Ocean areas must exist between the capitals. To be friendly, each Land/Sea/Ocean must be contain at least one unit of the player's faction. The path may not contain barren lands nor vacant Lands/Seas/Oceans. (Exception: it can use a crossing arrow if the intervening sea is vacant). Denote the transfer by marking the card with an unused army of the receiving empire.

DOWN WITH THE KING

Seduction Thwarted!
Plague!!
Turns 2/3/4



The Cast (in Turn 3 movement order):

Baroness Mary (#64): 6/19 PP, 10 IP, 15C, #34
Marquise Elisabeth (#62): 10/15 PP, 16 IP, 14C, #65, #55
Sir Richard (#14, MC): 18/17 PP, 29 IP, 12C, #41, #13, Prince Alan
Marquise Ruth (#63): 6/14 PP, 0 IP, 10C, #53(H), #12, #16
Earl Michael (#15): 10/18 PP, 8 IP, 13C, #36, #51

The Cabinet:

Monarch: King George	Consort: <Vacant>
Navy: Sir James (#22)	High Minister: Lord Percival (#41 Ri)
State: Duke Marley (#44)	Army: Duke Roland (#42)
Trade: Earl Francis (#33)	Justice: Earl Duncan (#34 Ma)
Epalm: Sir Drew (#11)	Besysan: Earl Maxwell (#32)
Sanderkan: Sir Charles (#24)	Cronoe: Knight Dale (#25)
City States: Sir Malcolm (#18, Ri)	Treasury: Lord Mortimer (#35)

ROYAL DEATHS: Queen Catherine, Alfred, Almery, Philip

Turn 2 (concluded)

The seduction is thwarted by Sir Richard's play of a "Treachery" card.
Sir Richard counsels the Monarch concerning the Ambassador to Besysan, the 2nd Judge modifies the roll by -1. The Monarch is pleased (7-1 -> +1 PP) with the counsel.

Turn 3 (continued)

3. Political Problems: None
4. Crown Event: One Political Problem--Natural Disaster (Minister of Trade).
5. Player Turns:
 - Baroness Mary: Has the Gout, loses turn.
 - Marquise Elisabeth: Recruit Lady Debbie (#66). Play Opportunity Chit to gain 1 IP.
 - Sir Richard: Recruits Marquise Margaret (#56). Is promoted to "Knight" (-2 IP).
 - Marquise Ruth: Recruit Minister of the Army, Duke Roland (#42). Consult Literary Table (7 = Good technical skill: Gain 1 PP, +2 drm). Play Intrigue chit to intrigue a card from Marquise Elisabeth (Treachery! accused of wrongdoing, but (1) cleared).
 - Earl Michael: Recruit #. Consult Literary Table: 5+2 = 7 = Good technical skill. Gain 1 PP (+2 drm). Draw loyalty chit #43. Recruit both Treasury Minister Lord Mortimer (#35) and Duke Henry (#43).

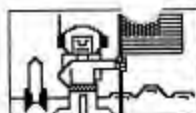
Turn 4

1. Player order: Marquise Elisabeth, Baroness Mary, Knight Richard, Marquise Ruth, Earl Michael.
2. Office phase: No vacancies.
3. Political Problems: Natural Disaster: Minister of Trade Earl Francis fails (6) to solve the Problem. Monarch's Support falls from 100 to 90.
4. Crown Event: Plague! #65 (Baroness Melanie) and #23 (Sir Jeffrey) die and are reborn in the Loyalty Chit Pool. No counseling allowed this turn.

You've drawn _____ Loyalty, _____ Opportunity, & _____ Event.

Baroness Mary (#64): 6/19 PP, 10 IP, 15C, #34
Marquise Elisabeth (#62): 11/14 PP, 17 IP, 15C, #66, #55
Knight Richard (#14, MC): 15/21 PP, 27 IP, 12C, #41, #13, Prince Alan
Marquise Ruth (#63): 1/20 PP, 0 IP, 11C, #53(H), #12, #16, #42
Earl Michael (#15): 0/29 PP, 8 IP, 14C, #36, #51, #35, #43

Note: in the short game you may hold up to 15 cards and perform up to three activities. Several of you have no more PP available and must earn more to expand your faction.



LIFTOFF! Mr Rogers Fries!

1959/60



THE CAST

Andorra (Dave Anderson)
Duchy of Grand Fenwick (John Butitta)
Republic of Texas (Andy York)
Spain (Dan Farrow)
Sweden (Al Bergender)

Cash from '58
18 MB
27 MB
18 MB
15 MB
5 MB

'59 Budget
97 MB
75 MB
69 MB
87 MB
61 MB

1959

- All collect budget (see above).
- Draw Event card: (see last issue). Andorra takes 10% capsule hit on next launch. Fenwick takes a 10% safety hit on next satellite launch.
- AND: Buy three 'A' (-9 MB), three 'a' (-3 MB), 2nd Astronaut (Danni Duchette -2 MB), initial EVA (-18 MB), 2nd & 3rd Launchpads (-60 MB).
DGF: Buy initial 'B' (-60 MB).
RoT: Buy one '1' (-0.5 MB), ten 'A' (-15 MB), seven 'D' (-11.5 MB), initial '3' and four more (-30-12 MB).
SPA: Buy 2nd Astronaut (-2 MB, Mr Rogers) and initial 'B' (-60 MB).
SWE: NMR! GM buys 'B' (-60 MB).
- Conduct Research:
AND: 8 dice on EVA (-8 MB, +15%).
DGF: 8 dice on 'a' (-8 MB, +28%), 4 dice on 'B' (-16 MB, +8%).
RoT: 2 dice on 'A' (-4 MB, +8%), 8 dice on 'a' (-8 MB, +31%), 2 dice on '1' (-2 MB, +8%), 1 die on 'D' (-2 MB, +3%).
SPA (+1 to each die): 2 dice on '3' (-8 MB, +6+2%), 8 dice on 'B' (-32 MB, +31+8%).
SWE: GM orders 1 die on 'B' (-4 MB, +5%).
- Declare Future Missions: Andorra, Spain, Sweden (2) & Texas (2) will launch in 1960.
- No one rushes.
- Texas launches an orbital satellite. Lift off: 80 < 85%, Earth Orbital Burn (EOB): 98 > 99% mission fails. Add 1% to 'A' & '1'; budget drops 3 MB.
Fenwick launches an orbital satellite. Lift off: 20 < 83-10%, EOB: 53 < 95%, Orbital Activities: 24 < 96%. Success! Add 6 MB to budget & +1% to 'A' & '1'.
Spain launches a manned orbital mission. Lift off: 85 < 86%, EOB: 07 < 81%, Orbital Activity: 48 < 81%; Deorbital Burn: 42 < 81%; Reentry: 85 > 81%, Catastrophe! 26 < 85% --catastrophic failure!! Astronaut Rogers is first to die in space. Capsule program is reset to 10%, add 1% to 'A', and take 10 MB budget out.

1960

- Andorra collects 97 MB. DGF collects 77 MB. RoT collects 69 MB. Spain collects 94 MB. Sweden collects 91 MB.
- Draw Event Card:
AND: Budget +5 MB. Test failure: -25% from 'A'.
DGF: Budget +5 MB. Defection: -1 to all your R&D dice, +1 to one foe's R&D dice.
RoT: Budget +10 MB. Scientific breakthrough +17 to 'a'.
SPA: Budget +10 MB. Govt Order: Next launch must be manned (+20 MB to budget).
SWE: Budget +30 MB. Govt Order: Launch a civilian in a multiman capsule in 1961.

Due next time will be your purchases, R&D expenditures, rush decision for 1960 and if you plan a launch (and what) for 1961. Fenwick must specify which opponent gets the +1 to his R&D dice. Sweden must launch a civilian (new astronaut) in a multiman capsule next year.

Country	From '59	'60 Budget	Cash '60	'61 Bud
Andorra	15 MB	97 MB	112 MB	102 MB
Fenwick	18 MB	83 MB	101 MB	88 MB
Texas	2 MB	69 MB	71 MB	79 MB
Spain	0 MB	87 MB	87 MB	101 MB
Sweden	2 MB	91 MB	93 MB	123 MB

PRESS:

Duchess Gloriana shook Professor Konkinta's hand at the successful launch of the Duchy of Grand Fenwick rocket. "Well done, Professor", she said. "The smallest nation in the world has launched a rocket into space. Now, we can contact the United States of America and the Soviet Union to see if they are willing to buy our rocket. Are you sure they will spend enough money for us to finance the new road and grape arbors for the Duchy?"






















"Uhhhhh -- Your Highnesses," Konkinta replied, trading a glance with Count Vincent Mountjoy. "We would like to try one more experiment."

"What more could we possibly do?" the Duchess queried with a puzzled look at

Kankinte:

"I have a plan for getting rid of some castle rats. Your Highness," answered the Professor with a twinkle in his eye.

LIFTOFF! Research and Development Worksheet

Program	Initial Cost	Unit Cost	Unit Weight	Max Payload	Initial Safety Factor	R&D Cost Per Dm	Max R&D	Max Safety Factor	AND		B&G		R&T		S&P		S&C	
									\$	%	\$	%	\$	%	\$	%	\$	%
1 - Orbital Satellite 	6	1	300	n/a	40%	1	95%	98%	7	96	96	96	97	95	94		95	95
2 - Interplanetary Satellite 	34	4	600	n/a	40%	3	90%	93%	7	96	96	96	97	95	94		95	95
3 - Lunar Probe 	30	6	1200	n/a	40%	4	85%	88%	7	96	96	96	97	95	94		95	95
4 - Docking Module 	18	2	300	n/a	45%	n/a	n/a	100%	7	96	96	96	97	95	94		95	95
A - One-Stage Rocket 	24	3	n/a	500	10%	2	85%	98%	7	96	96	96	97	95	94		95	95
B - Two-Stage Rocket 	60	12	n/a	1500	10%	4	90%	98%	7	96	96	96	97	95	94		95	95
C - Three-Stage Rocket 	84	18	n/a	3200	5%	6	95%	98%	7	96	96	96	97	95	94		95	95
D - Liquid Fuel Strap-On 	12	3	n/a	1000	10%	2	85%	98%	7	96	96	96	97	95	94		95	95
F - Kicker 	12	3	300	n/a	10%	1	95%	98%	7	96	96	96	97	95	94		95	95
G - "Mega" Stage Rocket 	150	30	n/a	4800	5%	7	95%	98%	7	96	96	96	97	95	94		95	95
EVA Suits 	18	n/a	n/a	n/a	30%	1	98%	98%	7	96	96	96	97	95	94		95	95
a - One-Person Capsule 	18	2	500	n/a	10%	1	80%	93%	7	96	96	96	97	95	94		95	95
b - Two-Person Capsule 	24	6	700	n/a	10%	2	85%	98%	7	96	96	96	97	95	94		95	95
c - Three-Person Capsule 	36	12	1300	n/a	10%	3	90%	98%	7	96	96	96	97	95	94		95	95
d - Two-Person Module 	30	8	1500	n/a	10%	2	90%	98%	7	96	96	96	97	95	94		95	95
e - One-Person Module 	42	8	700	n/a	10%	4	90%	98%	7	96	96	96	97	95	94		95	95
f - Three-Person Minibattle 	60	30	1000	n/a	5%	7	95%	98%	7	96	96	96	97	95	94		95	95
h - Four-Person Cap/Module 	60	30	4000	n/a	5%	7	90%	98%	7	96	96	96	97	95	94		95	95
Photo Reconnaissance	n/a	n/a	n/a	n/a	65%	n/a	n/a	100%	7	96	96	96	97	95	94		95	95
2nd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a			Y	Y	Y	Y	Y			
3rd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a			Y							
Assurance & Training 	18	2	n/a	n/a	n/a	n/a	n/a	n/a			Y	Y	Y	Y	Y			

ALL FIGURES ARE FOR END-OF-YEAR



1838

"???? IS ????"

We Begin!

PLAYER STATUS

Hanna	\$400 <Priority>
Wordelmann	\$400
Fisher	\$400
Beck	\$400
Ringhoffer	\$400
Farrow	\$400

So, we begin anew. Orders for the private RR portion of SR 1, as well as votes for the Optional 6-train, are due next time. Don't forget to set par for the B&O if you bid on it or could buy it. Send them to me (Boris) until Mark and I straighten out who is GM'ing which. As near as I can tell, the 6-train vote is 1-0 against. Any ideas for game name and logo?

1870

THE WEST IS OPENING!



PLAYER STATUS

Zieske	\$350 <Priority>
Wordelmann	\$350
Quist	\$350
Hanna	\$350
Farrow	\$350
Chinnery	\$350

A new frontier stretches ahead of us. Orders for the private RR portion of SR 1 are due next time. Don't forget to set par for the FRISCO if you bid on it or could buy it. Send them to me (Boris) until Mark and I straighten out who is GM'ing which.

Kevin Wilson suggested I do a write-up on the games listed as "Other Possibilities" on p 19. Looks like I've got room to do a couple here, so I will. Price given is latest list price I could find.

DARKOVER (Eon Games, © 1979, \$12). Inspired the Marion Zimmer Bradley novels. Use maneuver, spells, and *war* to gain the kingship of Darkover. Unfortunately, the most distinctive parts of the game, psychic combat, ghost winds, and the Monitor (pride in accomplishment is all right, gloating is punishable) won't translate well to pbm.

GODSFIRE (Task Force Games, © 1985, \$???) This is a reissue of an earlier version. Mine supports up to four players, the older up to six. 3-D space combat, planetary economies to run and subvert, and, as Nicky Palmer put it, "the most exotic stacking limit in wargaming."

JUNTA (West End Games, © 1985, \$18). Have the most foreign aid money stashed safely away in your Swiss bank account, but beware of assassins at the bank and nightclub, palace revolts, peasant unrest, paratroopers, and the secret police! Great fun for seven players.

KAMAKURA (West End Games, © 1982, \$12). DIP/MACHIAVELLI variant set in medieval Japan. Two to six players. I got mine for 75¢ in Gainesville, FL.

PLANET MINERS (Avalon Hill Computer Games, © 1980, \$16). This 16k game came out on tape with Apple II, PET, and TRS-80 versions. Four conglomerates try to get the lion's share of the about-to-be opened mining concessions on the other eight planets and the asteroids. With only five ships to cover the planets, we have a land rush complicated by the possibility of sabotage in orbit, claim-jumping, and protesting the legality of claims. I intend to modify the program to allow saved games and let it do all the work.

1996 Diplomacy Hobby Awards Ballot

Deadline: 31 August 1996

Vote for no more than one person per category.

Name: _____ Hobby Participation: _____

Don Miller Award for Hobby Service

- | | |
|---|--|
| <input type="checkbox"/> Doug Kent | for publishing <i>Atlantia's Paradise</i> , <i>Diplomacy World</i> , and <i>Grand Hyatt</i> |
| <input type="checkbox"/> Paul Kenry | rescuing/running US Orphan Service (successor failed to meet his commitments), for publishing <i>Absolure</i> |
| <input type="checkbox"/> Pete Gaughan | for publishing <i>Perelandra</i> |
| <input type="checkbox"/> Michael Lowrey | for publishing <i>Zine Register</i> , <i>Carolina Command & Commentary</i> , <i>Live House</i> , running <i>DixieCon</i> |
| <input type="checkbox"/> Manus Hand | for his work in putting together the <i>Diplomatic Pouch</i> on the Internet |

Rod Walker Award for Literary Excellence (copies available from Dave McCrumb for a SASE)

- | | |
|--|--|
| <input type="checkbox"/> Brent McKee | <i>The Replacement Player - Germany in the Real World in Diplomacy World #74</i> |
| <input type="checkbox"/> Allan Calhoun | <i>The Coast of Moscow in Diplomacy World #74</i> |
| <input type="checkbox"/> Stephen Agar | <i>The Art to Find the Mind's Construction in a Face in Diplomacy World #74</i> |
| <input type="checkbox"/> David Smith | <i>Diplomacy: Bridging the Generation Gap in Diplomacy World #74</i> |
| <input type="checkbox"/> Tim Hoyt | <i>Sun Tzu and the Art of War in Diplomacy World #76</i> |

John Kuning Memorial Award for Excellence in the Play of Diplomacy

- | | |
|--|---|
| <input type="checkbox"/> Mike Gonslaves | play and its excellence |
| <input type="checkbox"/> Paul Rousenberg | for outstanding play |
| <input type="checkbox"/> Teram Armstrong | outstanding play in <i>CCC</i> and <i>Home Office</i> ; only one game ever not in a draw or win |
| <input type="checkbox"/> Michael Lowrey | for excellent play in <i>The Appalachian General</i> |
| <input type="checkbox"/> Don Ditter | for outstanding play |

Fred Hyatt Memorial Award for Excellence in GMing (Inaugural Presentation)

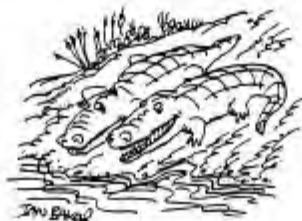
- | | |
|--|----------------------------|
| <input type="checkbox"/> Andy Lischett | <i>Chesapeake</i> |
| <input type="checkbox"/> Pete Gaughan | <i>Perelandra</i> |
| <input type="checkbox"/> Doug Kent | <i>Atlantia's Paradise</i> |
| <input type="checkbox"/> John Boardman | <i>Gramark, Empire</i> |
| <input type="checkbox"/> James Burgess | <i>Abyssinian Prince</i> |

Return ballot to: Dave McCrumb, 3636 Oldtown Road, Shawsville, Virginia 24162, United States
Fax: 540-268-9877
e-mail: stonewall@nrv.net

I would like to thank Robert Acheson, Gary Behnes, Fred Davis, Melinda Holley, David Wang, Richard Weiss, Brad Wilson, and Andrew York for their help during the past year. They had to narrow the 95 nominations received this year (a record) down to the above listed 20 finalists. That was a difficult job this year, even more so than in the past. With your support, I hope to set a record for number of votes received this year. I hope to receive at least 100 votes this year. Support your hobby and the people that make it so enjoyable by rewarding them with your vote. Results will be mailed to all publishers the first week of September.

I would also like to announce that this will be my last year as Chair of this committee. I would like to thank everyone that has supported me over the past five years. You have all made it enjoyable.

-dave



"My mother-in-law's an old bag!
But beautifully made."

Baker-Peterson Eye/Condon



1835 Sie Sprechen!



FARROW: Congrats to Frueh on the win! Looks like getting 100% of a RR ASAP is key.

FISHER: Well, my first 1835--and I didn't finish last! It's quite different from 1830 and it's an interesting sort a different so I'm glad I got it and anxious to try again now that I know a little better what goes on. If you need another player sign me up.

GM: Don's orders appeared in a pile of DC-1835 reports, so Mark is indeed the winner, and not by much either.

The follow up game sweepstakes looked like this:

DRUTHERS:

P2: Silverton > 1830 var > 1870 > 1835 > 1830

DP: 1870 = 1830, but not 1835

DC: 1870 > 1835 > MoV > Agton > 1830

RF: 1830 = 1835

SB: 1830 = 1835 > 1870

so it looks like 1870 will replace 1835 in these pages.

Kevin Wilson suggested I do a write-up on the games listed as "Other Possibilities" on p 19. Looks like I've got room to do a couple here, so I will. Price given is latest list price I could find.

DARKOVER (Eon Games, © 1979, \$12). Inspired the Marion Zimmer Bradley novels. Use maneuver, spells, and *Isran* to gain the kingship of Darkover. Unfortunately, the most distinctive parts of the game, psychic combat, ghost winds, and the Monitor (pride in accomplishment is all right, gloating is punishable) won't translate well to pbm.

GODSFIRE (Task Force Games, © 1985, \$7.99). This is a reissue of an earlier version. Mine supports up to four players, the older up to six, 3-D space combat, planetary economies to run and subvert, and with, as Nicky Palmer put it, "the most exotic stacking limit in wargaming."

JUNTA (West End Games, © 1985, \$18). Have the most foreign aid money stashed safely away in your Swiss bank account, but beware of assassins at the bank and nightclub, palace revolts, peasant unrest, paratroopers, and the secret police! Great fun for seven players.

KAMAKURA (West End Games, © 1982, \$12). DIP/MACHIAVELLI variant set in medieval Japan. Two to six players. I got mine for 75¢ in Gainesville, FL.

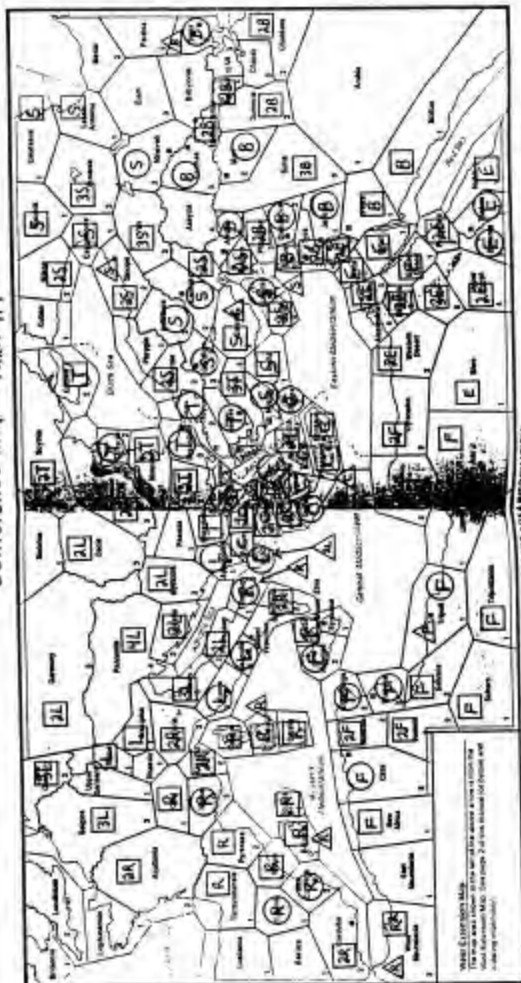
PLANET MINERS (Avalon Hill Computer Games, © 1980, \$16). This 16k game came out on tape with Apple II, PET, and TRS-80 versions! Four conglomerates try to get the lion's share of the about-to-be opened mining concessions on the other eight planets and the asteroids. With only five ships to cover the planets, we have a land rush complicated by the possibility of sabotage in orbit, claim-jumping, and protesting the legality of claims. I intend to modify the program to allow saved games and let it do all the wo



"Did someone ask to see the children's menu?"

Thompson Private Eye Location

ADVANCED CIVILIZATION Conference Map TURN 7.9



1856

THE GREAT WHITE NORTH

FOUR UNDERCAPITALIZED
RAILROADS FOUNDED
SHARE ROUND 18



PLAYER HOLDINGS:

Zieske \$230 ft
Chinnery \$144 nfeb
Quist \$195 cc
Morrison \$210 w&c
Wardelmann \$180 gls
Farrow \$150 scft

Share Round #1b

Zieske starts Grand Trunk Railway, par \$100 ($\$230 - 2 \times 100 = \30).
Chinnery passes.
Quist starts London & Port Sarnia Railway, par \$65 ($\$195 - 2 \times 65 = \65).
Morrison starts Canadian Pacific Railway, par \$90 ($\$210 - 2 \times 90 = \30).
Wardelmann starts Welland Railway, par \$90 ($\$180 - 2 \times 90 = \0).
Farrow buys LPS ($\$150 - 65 = \85).

Zieske passes.

Chinnery buys WR ($\$144 - 90 = \54).

Quist buys LPS ($\$65 - 65 = \0).

Morrison passes; Wardelmann passes.

Farrow buys LPS ($\$85 - 65 = \20).

All pass. Zieske retains the priority deal card.

PLAYER HOLDINGS: (* = president's certificate; limit = 11)

Zieske \$30 ft, 2GT* (priority)
Chinnery \$54 nfeb, 1WR
Quist \$0 cc, 3LPS*
Morrison \$30 w&c, 2CPR*
Wardelmann \$0 gls, 2WR*
Farrow \$20 scft, 2LPS

COMPANY STATUS:

Name	President	Value	Pool	IO	Par	Treas	Loans	Trains	Tkns	Dest
GT	Zieske	A100	---	8	100	\$200	0	---	4	K8
CPR	Morrison	B90a	---	8	90	\$180	0	---	4	N11
WR	Wardelmann	B90b	---	7	90	\$270	0	---	3	L15
LPS	Quist	F65	---	5	65	\$325	0	---	2	F17

Trains Available: 22222,33333,4444,555,66,DD...

Due next time: Orders for OR1 and SR2. Orders should reach Chuck Hanna by 4 Sep. WR and LPS presidents should probably offer alternative tile plays in case the #5 or #6 tiles disappear.



"No raise, Harcourt. But I will look the other way if you wish to embezzle something now and then."

Brown/Toronto Star



MAGIC REALM

Bennie Bashes Dragons!

Two in Trouble!

EVENING 13 / DAY 14



THE CAST:

Dave Anderson:
John Butitta:
Sonya Nar:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Willie the Pilgrim
Amber Rose the Amazon
Rasi the (optional) Wizard (deceased)
Sinplomo the Sorcerer (aka Misty)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Sylvan the (optional) Druid.

EVENING 13

AT CV4: Willie casts "Small Blessing" using his MAGIC 14* and WHITE 6*, result 5, 3 - Health: both his MAGIC 1 chite are rested.

MONSTER ROLL - 3

AT Cr2: Bennie plays his BERSERK T4** chit and goes berserk. He and Raoul (who ought to know better) break cover and attack the two heavy flying dragons. Raoul (R5) swings L4 and dodges 2 to distract the dragon who smashes H4 and ducks 4; both miss. Bennie smashes H5 and ducks H4** while his dragon smashes H4 and ducks 4 right into Bennie's great axe. One dead dragon. Bennie fatigues a MOVE T6*.

Round 3 finds Raoul again swinging L4 and dodging 2 while Bennie covers him swinging H4. The dragon smashes L4 and ducks 3, so all miss.

Round 4 Bennie and Raoul repeat, but this time the dragon swings L4 and dodges 3 right into Bennie's axe. Bennie bags his second dragon of the day earning 15 fame and 15 notoriety.

AT HP3: Sinplomo runs away (quietly) towards Cn 1.

DAY 14

GREY

MONSTER ROLL - 3

Giants, goblins, octopus, and wolves are returned to their starting boxes. The Patrol is reactivated and returned to the set-up card.

Sinplomobetween HP3 & Cn1: M Cn1, M Cn3. Reveal Dank C, Statue 2.

Willie @ CV4: R(14*), R(16*), SPX, SP(transform MAGIC 16* to WHITE).

or M BL1, M BL6 blocked by T F Dragon; reveal Smoke C, Hoard 6,

or H(4.1 = y), H, SPX, SP(convert MAGIC 16* to WHITE).

Bennie & Raoul @ Cr2: S(Loc 4.2 = chits), S(Loc 4.4 = chits), H(4.2 = y), H, R(MOVE T6*). Reveal Dank M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5, Roar 6. Giant appears at Cr6.

Sylvan @ OW5: H(2.2 = y), SPX, SP(enchant tile using MAGIC 113* and GREY). Reveal Ruins W. The wolves return to OW5.

Smaug @ C12: NMR! H(6.3 = n), blocked by T dragon. Reveal Ruins M, Sather 3.

Amber Rose @ Cr3: H(6.2 = n), M Cr5, M Cr5, blocked by T spider and two H spiders. Giant moves to Cr5.

COMBAT: Amber Rose can't kill the T monsters but could kill the H spiders--if the T monsters let her live that long. Smaug looks to be: B-I-G trouble.

Due next time are orders for Evening 14 and Day 15. Ma Nar is shepherding Amber Rose off board.

DEAD PILE: Ralph and Roger, Ponies BHQ & B2-B5, H dragon, two H flying dragons.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Ca6: a T Troll is at Ca9: a short sword, helmet, and breastplate are at Ca9. There is a T dragon at C12, and the T F Dragon, at the Hoard at BL6. The Small Campfire & the Bashkars are at NW5. Cr5 has a T spider, T giant, two H spiders, and the Cairns. Two small treasures are abandoned at the Inn.



ADV CIVILIZATION

Turns 6, 10-7.9



TURN 6 (continued):

10. TRADE: None.
11. CALAMITY: Treachery! Assyria reduces Nineveh.
12. ALTER AST: All advance.

TURN 7:

1. TAXES: Babylon collects 8t; Assyria, Crete, Iberis, & Thrace collect 6t. Africa, Egypt, & Illyria collect 4t.
2. POPULATION EXPANSION: Illyria doesn't populate 2 in Germany, 1 in Dacia. Thrace doubles everywhere except Ionia. Assyria populates Miletus, Lycia, Galatia, Cyprus, Salamis, L. Armenia, Micop, Cilicia, Van, Cappadocia, & Nineveh. Babylon places 2t in Sues, Syria, and Tyre, 1t in Phoenicia, Sidon, Jerusalem, Jericho, Petra, Arabia, Mithat, and Ur. Africa doubles except for 2t at Carthage and Cyrene. Iberis, Crete, and Egypt double.
3. CENSUS:
 ILLYRIA (Morrison/Narhi?): 2000 BC, 43T, 4t, 2 cities, 3 cards
 ASSYRIA (Deb Osborne): 2000 BC, 41T, 6t, 5 cities, 4 cards
 IBERIA (Farrow): 2000 BC, 38T, 5t, 3 cities, 6 cards
 AFRICA (Naas): 2500 BC, 36T, 5t, 2 cities, 3 cards
 BABYLONIA (Anderson): 2500 BC, 35T, 12t, 4 cities, 5 cards
 EGYPT (Ringhoffer/Bryden?): 3000 BC, 32T, 8t, 2 cities, 3 cards
 THRACE (Zieske): 2000 BC, 29T, 6t, 3 cities, 2 cards
 CRETE (Boyum): 2500 BC, 18T, 6t, 3 cities, 3 cards
4. BOAT BUILDING: Illyria uses 4t to build boats at Pannonia & Samnium; boat at Neapolis scrapped. Assyria pays 4t to build boat in Galatia, and to maintain boats in Cyprus & Sinope. Iberis uses 2t to maintain boats in Milazzo & Corduba and 4t to build boats in Etruria and E. Mauritania. Africa spends 1t to maintain boat in Palermo. Babylon builds a boat at Ur for 2t. Thrace pays 2t in Ionia for a boat; other rote. Crete spends 2t for ships at Galatia & Phaeacia.
5. MOVEMENT:
 IL: 1S Samnium-Tarentum-Ithaca, 2T Samnium(s)-Ithaca, 1S Pannonia-Dalmatia-Ilyricum-Appollonia-Ithaca, 4T Pannonia(s)-Ithaca, 2T Pannonia-Appollonia, 2T Ilyricum-Appollonia, 2T Ilyricum-Pannonia, 2T Dacia-Ilyricum, 2T Belgica-U Germany, 2T L Germany-Rhine, 1T Cisalpine-Rhaetia, 1T Rubicon-Semnium.
 AS: 1T Armenia-Nineveh, 1T Cappadocia-Van, 2T Lycia-Miletus, 1S Galatia-Lycia-Miletus-Lycia-Galatia, 2T Galatia(s)-Miletus, 1T Galatia-Lycia, 1S Cyprus-Salamis-Antioch-Salamis, 2T Cyprus-Salamis, 2T Antioch(s)-Salamis, 2T Van-Cilicia, 2T Cilicia-Antioch, 1T L. Armenia-Armenia.
 IB: 1T Aquitania-Gaul, 1T Aquitania-Terraconensis, 1T Pyrenees-Iberus, 2T Gaul-U Germany, 2T @ Massilia-Etruria, 1S Etruria-Corsica-Sardinia-Caralis-Sardinia, 1T Etruria(s)-Corsica, 1T Etruria(s)-Sardinia, 1T Etruria(s)-Caralis, 1T Etruria-Rhaetia, 1S E. Mauretania-W. Mauretania-Corduba-W. Mauritania, 2T E. Mauretania(s)-Corduba, 1S Milazzo-Campania-Tarentum-Ithaca-Tarentum, 1T Milazzo-Ithaca, 1S Corduba-New Carthage-Balaeres-Ebuses-Balaeres, 1T Corduba(s)-Balaeres, 1T Corduba(s)-Ebuses, 2T Iberus-Hispania, 2T Baetica-Hispania, 2T Lusitania-Hispania, 2T Terraconensis-Hispania, 2T Corduba-Hispania.
 AF: 1S Palermo-Carthage-Thapsa-Tripoli, 2T Cirta-New Africa, 1T Thapsa(s)-Tripoli, 4T Tunisia-Cirta, 1T Thapsa-Carthage, 2T Numidia-Tunisia, 3T Sabrata-Thapsa, 1T Sahara-Tripolitania, 1T Jalo-Cyrenaica.
 BA: 1S Ur-Susa, 2T Ur-Sues, 2T Charax-Chaldea, 2T Ur-Babylon, 4T Tyre-Jericho, 2T Sumeria-Mesopotamia, 2T Arabia-Sumeria, 1T Petra-Sinai, 1T Jerusalem-Gaza, 1T Sidon-Tyre, 1T Syria-Tyre(imp), 1T Midian-Petra.
 EG: NMR! GM makes minimal move. 1T Siwa-Payum, 1T Ptolemais-Nubia, 1T E. Desert-Ptolemais.
 TH: 1S Ionia-Miletus-Rhodes-Knossus-Thera, 2T Ionia(s)-Thera, 3T Thrace-Macedonia, 1T Moesia-Thrace, 2T Moesia-Byzantium, 2T Danube-Tyras, 1T Danube-Moesia, 1T Scythia-Crimes, 1T Scythia-Danube.
 CR: 1S Galatia-Lycia-Rhodes-Knossus-Phaeacia, 1S Phaeacia-Argos-Athens-Eretria-Chalcis, 1T Phaeacia-Knossus, 2T Athens(s)-Eretria, 4T Chalcis-Eretria, 1T Delphi-Thessaly, 1T Delphi-Athens, 2T Delphi-Corinth, 2T Thessaly-Delphi, 1T Thessaly-Epirus, 1T Macedonia-Appollonia, 2T Epirus-Appollonia, 1T Macedonia & Thessaly hold.
6. CONFLICT: U Germany -2 IB, IL: Rhaetia -1 IB, IL: Ithaca -1 IB: Appollonia & Macedonia -1 CR, Cyrenaica -2BG, -1AF: Gaza, Jerusalem, & Sinai -1 BA.
7. CITY CONSTRUCTION: Illyria builds Appollonia & Ithaca. Assyria builds Miletus.

Nineveh and Salamis. Iberis builds Hispania. Africa builds Carthage. Creta & Thapsus. Babylon builds Jericho & Susa. Thrace builds Byzantium & Tyras. Crete builds Eretria.

8. REMOVE SURPLUS POP: Illyria loses 1T @ Rhine, Rubicon & Samnium. Thrace loses 2T @ Macedonia. Babylon loses 1T @ Petra & Syria. Egypt loses 1T @ Gaza & Sinai. Africa loses 2T @ Cyrene and 1T @ New Africa & Tripoli.
9. TRADE: Pile I is exhausted. Egypt draws one card. Iberis, Illyria & Crete draw three cards. Africa, and Thrace draw four cards; Pile II is exhausted. Assyria and Babylon draw four cards.

Due next time are your trading orders (what you want and what you'll give up for it). Both "Volcano/Earthquake" and "Treachery" are going to happen; both "Famine" and "Superstition" and either "Civil War" or "Slave Revolt" could. Those with the "untradables" must submit orders for them. We'll halt things to resolve Civil War, but try to submit what you'd lose to an untraded "Treachery" or "Superstition" (or what you'd take), and what cities you'd reduce to a "Slave Revolt". The map is on p 11.

Your cards are:

PRESS:

Africa-Egypt: Time's up

IBERIA: Of all the gaul! Illyria is mauling in on Iberia's Belgica!

Epochs I-IV

play during turn

RELIGION(1)

Play faceup beside board.

Place army of the current

Empire on

the space

provided.

One Victory

Point is

scored by the

controlling faction at the end

of every turn. May be cap-

tured, destroyed, transferred.

Army

Epochs II-III, VI-VII

play during turn

DEMOCRACY(1)

Play faceup beside board.

Place army of the current

Empire on

the space

provided.

One Victory

Point is

scored by the

controlling faction at the end

of every turn. May be cap-

tured, destroyed, transferred.

Army

Epochs V-VII

play during turn

ARCHITECTURE(1)

Play faceup beside board.

Place army of the current

Empire on

the space

provided.

One Victory

Point is

scored by the

controlling faction at the end

of every turn. May be cap-

tured, destroyed, transferred.

Army



DUNE IX Strikes!

TURN 3



THE CAST

ATREIDES (Fisher): KH, 16S, 1C, 6T @ Arrakeen, 2T @ Oh Gap.
EMPEROR (Deb Osborne): 18S, 4C, 19T @ Habbanya Ridge Sitch.
FREMEN (Anderson): 8S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South(s5), 4T @ Funeral Plain.
GUILD (Wilson): 40S, 3C, 6T @ Tuek's Sitch, 5T @ South Mesa(s5).
HARKONNEN (Bryden): 7S, 6C, 5L, 3T @ Carthag.
IX (Morrison): 18S, 4C, 5T @ Polar Sink.
TANKS: 5A, 1E, 2H: Lady J, B Raban, G Halleck.

TURN 3

1. The **STORM** moves from Sector 13 to Sector 17. The Fremmen lose 2T in Funeral Plain and Habbanya Ridge Sitch is under storm.
2. **SPICE BLOW**: Rock Outcroppings(6) and Red Chaem(8).
3. **BIDDING**: There are 4 cards available.
 IX offers H a 5S bribe to name Ixian leaders in H's pay. H accepts and does so.
 A bids 5S, H bids 3S, F bids 2S. A gets _____ (-5S to E)
 F bids 2S, H bids 1S, F gets _____ (-2S to E).
 F bids 2S, H bids 1S, F gets _____ (-2S to E).
 G bids 5S, H bids 3S, F bids 2S, G gets _____ (-6S to E).
4. **REVIVAL**: A revives 2T, E revives 1T, F revives 2T, H revives 2T.
5. **SHIPMENT**: The Guild elects to go last. I ships 6T to Sitch Tabr (-6S to G). A ships 6T to Red Chaem (@ Guild rate: -6S to G). F ships 6T to Rock Outcroppings. H ships 3T to Carthag (-3S to G).
6. **MOVEMENT**: A moves 2T Oh Gap-Arrakeen. H moves 1T Carthag-Shield Wall. G moves 5T South Mesa-Party Mesa(s5).
7. **COMBAT**: IX (6T) vs Fremmen (5T @).

Due next time are orders for any voluntary actions from Turn 3 Combat to Turn 4 Spice Blow. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 5S, 2C, 8T @ Arrakeen, 6T @ Red Chaem.
EMPEROR (Deb Osborne): 27S, 4C, 19T @ Habbanya Ridge Sitch.
FREMEN (Anderson): 4S, 4C, 5T @ Sitch Tabr, 4T @ False Wall South(s5), 2T @ Funeral Plain, 5T @ Rock Outcroppings.
GUILD (Wilson): 50S, 4C, 6T @ Tuek's Sitch, 5T @ Party Mesa(s5).
HARKONNEN (Bryden): 9S, 6C, 5L, 5T @ Carthag, 1T @ Shield Wall(s5).
IX (Morrison): 7S, 4C, 5T @ Polar Sink, 6T @ Sitch Tabr.
TANKS: 5A, 6H: Lady J, B Raban, G Halleck.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = IX, KH = Kwitzsch Haderath, L = leaders, S = spice, # = sector #, T = token.

STELLAR CONQUEST

JAMES T KIRK--Due next time are Production orders for Turn 12 and movement orders for Turns 13-16.

PRESS:

"Captain, when are we going to get some new engines for this old scow of a corvette? You can't take over a dead moon much less a planet in the old wrecka Space Command gives us."



BRITANNIA

Turn 5
335-410 AD



The East:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Shawn Beck
RED: David Anderson

Errata: Picts attacked Dunedin last time, losing one but killing the fort (+3 VP) so should be 1A @ Dunedin, not 2A @ Dalraida.

The Board:

ROMANS: 2A & F @ Essex; 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk, Sussex; 1A @ March, N Mercia; F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.
WELSH (2): 2A @ Dyfed, Gwynedd, Powys; 1A @ Clwyd, Devon, Gwent.
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.
PICTS (0.5): 1A @ Caithness, Dunedin, Mar, Moray, Skye.
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.
IRISH (0): 1R @ Atlantic, 1A @ Cornwall.
SCOTS: 1R @ Irish.
JUTES: 4R @ Channel.
SAXONS (0): 3R @ Channel, 2A @ Downlands, 1A @ Wessex.
ANGLES: 5R @ Frisian.

Score: Purple 28, Blue 21, Green 18, Red 8.

Turn 5 (cont)

WELSH (2): Grow 6 pp. Add 1A @ Devon & Gwent. Hold.
BRIGANTES (2): Romans allow no growth. Hold.
PICTS (0.5): Grow 3 pp; add 1A @ Skye. Move 1A Dunedin-Mar.
CALEDONIANS (1): Grow 1. Hold.
IRISH: Grow 0.5. Hold.
SCOTS: 1R @ Irish holds.
JUTES: 4R Channel-Sussex (4,1,3,6;2,5; 5,5,1,5 -2 Jutes, -1 Roman, F, +4 VPs).

We halt things here since the Saxons too were ordered to send four armies against a now vacant Sussex. Due next time are Saxon and Angle orders for Turn 6 and all orders for Turn 6. We'll halt if things get too weird.

Score: Purple 28, Green 22, Blue 18, Red 8.

The Board:

ROMANS: 2A & F @ Essex; 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk; 1A @ March, N Mercia; F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.
WELSH (2): 2A @ Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.
PICTS (0.5): 2A @ Mar, Skye; 1A @ Caithness, Moray.
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.
IRISH (0): 1R @ Atlantic, 1A @ Cornwall.
SCOTS (0): 1R @ Irish.
JUTES (0): 2R @ Channel.
SAXONS (0): 3R @ Channel, 2A @ Downlands, 1A @ Wessex.
ANGLES (0): 5R @ Frisian.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, ‡ = attacking/attacked by Legion.

ON DECK

Who's Signed Up for What

(ADVANCED) CIVILIZATION: Standby: Bryden.

BRITANNIA: Boyum.

CIRCUS IMPERIUM: Naat

CIRCUS MAXIMUS: Zieske, Naat, Fisher, Narhi (like 4 more)

COLONIAL DIPLOMACY: Boyum, Zodda, Anderson, Fisher, Wilson(2b); need 2 or 3 more.

CONQUISTADOR: Farrow, York; need 2 more.

DIPLOMACY: Gorham, Wilson, Hanna(7th), McCarty(?).

1880: Zieske, Chinnery Variant: Zieske, Chinnery

1885: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wardelmann, Chinnery.

GUNSLINGER: Farrow; need 5 to 6 more.

KREMLIN: Zodda, Anderson, Fisher; need 5 more.

MAGIC REALM: Chinnery

MAHARAJAH: Beck, Anderson, Dan Osborne, Wilson. Just need room.

MERCHANT OF VENUS: Chinnery, Deb Osborne, Butitta (need 3 more)

RAIL BARON: Chinnery, Deb Osborne

SILVERTON: Zieske, Hardy(?), Chinnery; need 2 to 3 more.

SUMMIT: Bargender; need 5 more.

TITAN: Bargender, Dan Osborne; need 2-4 more.

SECRET SIGN-UPS Gunboat DIP (3?), STELLAR CONQUEST (0)

OTHER POSSIBILITIES: DARKOVER, GODSFIRE, JUNTA, KAMAKURA, PLANET MINERS, WIZARDS

Epochs VI-VII

play during turn

SCIENCE(2)

Play faceup beside board.

Place army of the current

Empire on

the space

provided.

Two Victory

Points are

scored by the

controlling faction at the end

of every turn. May be cap-

tured, destroyed, transferred.

Army

Epochs I-III, VI-VII

play during turn

COMMERCE(1)

Play faceup beside board.

Place army of the current

Empire on

the space

provided.

One Victory

Point is

scored by the

controlling faction at the end

of every turn. May be cap-

tured, destroyed, transferred.

Army

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 DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 7 SEP 96

THE BOTTOM LINE

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